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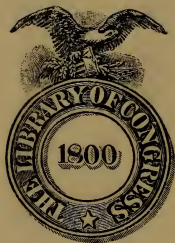
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AUCTION BRIDGE



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# Auction Bridge

BY

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## AUCTION BRIDGE.

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The most important requisite in auction bridge is good partnership work in bidding.

Nearly every bridge player imagines he easily may learn the game by supplementing his knowledge of bridge with a few pointers about bidding in the new game. By degrees it dawns upon him he is learning an entirely different game, in which the bidding only remotely resembles the declarations in the game of bridge.

The most necessary item in the equipment of an auction player is reliability. One who is found to have always what his bids proclaim him to have will be in great demand as a partner.

Considerable confusion now exists among auction bridge players, arising from the fact that various writers have given different meanings to the same bid.

It was even so in bridge, it was even worse in whist, but the natural conventions ultimately prevail and cannot be denied. That this will happen in auction bridge no thoughtful person may doubt.

The natural conventions are easiest to learn,

easiest to remember, easiest to play and adapt themselves naturally to all deals.

As the final bid is very rarely less than 12, bids of less than 12 should be regarded as purely informatory, while a bid of 12 or more is always an attempt to secure the play.

It is of the utmost importance that the informatory bids should be correct in all cases. A bid of two spades, for instance, which is not warranted by the cards in hand, is far more liable to cause a heavy loss in the honor column than is a no-trump bid from insufficient strength.

A bid of two spades or two clubs is useful not alone in helping the partner to a no-trump declaration; it helps the partner to determine how high he may bid in hearts or diamonds, or to decide whether to double an adversary's bid, and, finally, directs a lead from the partner in case of an adverse no-trump declaration.

The high bids will continue to be largely a matter of individual judgment, but when there is a loss of 400 or more in a single deal it indicates absence of judgment in some individual. Losses of 50 or 100 and on rare occasions even 200, may result from sound bidding, but a loss of 300 should be almost an impossibility. Players who bid merely because they wish to play the deals instead of allowing their opponents to do so should confine themselves to nursery games.

The dealer in auction bridge never should

make an original bid of two in any suit without the ace or king of the suit in which the declaration is made. This restriction also applies to the second player when the first has made a bid of one spade, but, of course, ceases when the bidder is compelled to bid more than one in a suit in order to raise a previous bid.

This convention is a natural one, as there must be some minimum strength necessary for an original declaration of one in any suit except spades, and naturally a greater minimum necessary for an original bid of two. Nor should players using the convention ever disregard it, as the consequences are apt to be terrific.

Bidding has five distinct objects, as follows:

1. To secure the play of the deal.
2. To give information to your partner in regard to the strength of your hand.
3. To direct your partner's lead.
4. To coax a higher bid from an adversary.
5. To suffer a loss in the honor column to prevent the adversaries from securing game.

The fourth class of bids is worthless against good players and in using it against the other kind a player must depend on his knowledge of his opponents. It might be described as putting your neck under the ax, in the hope that an adversary may push you away and substitute his neck.

The fifth class should not be used at all by beginners, and only rarely by experienced players.

Nearly every game in auction bridge is won in a single deal. Scores of 12, 16 or 24 are seldom of any use and there is very little playing to the score as compared with bridge.

There is little use therefore, in making high bids at hearts or diamonds when game is not a probability and you are almost certain to prevent the adversaries from securing game. Any score less than game does not warrant the risk of 100 or more in the honor column.

## THE BID OF ONE SPADE.

Only the dealer may make a bid of one spade, and the proper inference is that a weak, but not necessarily a worthless hand, has been indicated. It should enjoin caution on the dealer's partner, but should not deter the latter from any reasonable bid.

A bid of one spade does not affirm or deny strength in the spade suit, and may possibly be made when the dealer has no spade in his hand.

Never bid one spade when a good no-trump bid is possible, as any information your opponents may be able to convey to each other by bidding will weaken the effectiveness of your hand, if you bid no-trump on the second round.

Bid one spade when holding a very long, but weak suit of diamonds or hearts. Examples: diamonds, J, 9, 8, 6, 5, 4, 3, 2; spades, none; hearts, 4; clubs, J, 9, 7, 3. Hearts, Q, 10, 9, 7, 4, 3, 2; spades, Q, 10, 4, 2; diamonds, 10; clubs, 7.

An original bid of one spade, followed by a bid of two or three hearts or diamonds on the second round, must indicate to your partner a long suit which would not assist a no-trump declaration, as a player would certainly bid upon the suit the first time were it not deficient in high-card strength.

Bid one spade when holding two good red

suits of nearly equal strength. By waiting, it is usually possible to ascertain which one your partner can better support, and sometimes a bid of this character leads to excellent results above the line. Guessing the wrong suit may make a muddle of the entire deal.

## THE BID OF TWO SPADES.

The bid of two spades indicates strength in the spade suit, including either the ace or king, and strength in at least one other suit. Its main purpose is to show a good assisting hand for a no-trump declaration, but it also shows help for a heart or diamond declaration.

Formerly this bid was used regardless of strength in the spade suit itself, but that bid is now obsolete. It is important to the partner who is considering a doubtful no-trump declaration not only to know that you can support such a declaration, but where your support lies. Your bid should also show which suit it is safe for your partner to lead in case the second player declares no-trump and he has no pronounced suit in his own hand.

Examples of good two-spade bids:

| Spades.       | Hearts.    | Diamonds. | Clubs.  |
|---------------|------------|-----------|---------|
| A-K-4-2;      | K-J-2;     | 10-6-3;   | 7-5-2;  |
| A-Q-10-6-5-2; | 10-4;      | K-10-6;   | 8-6;    |
| A-K-4-2;      | 7-5;       | Q-J-5-3;  | 7-4-2.  |
| K-J-10-4;     | K-10-4;    | J-9-3;    | 10-8-5. |
| A-J-9;        | K-9-8-6-2; | Q-9-4;    | 3-2.    |
| K-Q-10;       | 7-4-2;     | A-K-9-3;  | 7-6-3.  |
| A-10-9-5;     | Q-J-6;     | Q-10-4-2; | 9-8.    |

Be very careful not to bid two spades with insufficient strength. From the hands which follow the bid should be one spade only.

| Spades.    | Hearts. | Diamonds. | Clubs.  |
|------------|---------|-----------|---------|
| A-Q-8-6-3; | J-7-2;  | Q-6;      | 10-5.   |
| K-6-4-2;   | 10-8-3; | J-5-4;    | K-9-5.  |
| A-Q-9-5;   | 6-2;    | Q-5-3-2;  | 10-7-5. |

## THE ONE CLUB BID.

The bid of one club has acquired a greater degree of importance than it deserves, because of the various meanings given to it in different schools of play. Suppose the dealer to hold spades, 7-2; hearts, 9-6-3; clubs, K-Q-J-7-4, and diamonds, 8-5-3, and many players would be obliged to bid one spade, because a bid of one club indicates a good assisting hand at no-trump, which the above is not.

Suppose the dealer had bid one no-trump, the next two players had passed, and the fourth player held, spades, 7-2; hearts, K-Q-J-7-4; clubs, 9-6-3, and diamonds, 8-5-3, these players would bid two hearts to direct a lead, even though risking a loss of several hundred points to do so.

With the first hand named it is equally important to bid one club to direct a lead from your partner if second hand goes to no-trump. The bid may be made with no risk whatever of losing above the line, and there will never be a second opportunity to show the suit. Not to bid one club from such a holding is opposed to good card sense.

The bid of one club, therefore, should indicate strength in the club suit, and little or nothing else.



Some examples follow.

| Clubs.        | Hearts.   | Spades. | Diamonds. |
|---------------|-----------|---------|-----------|
| K-J-10-8-3;   | Q-4-2;    | 9-4;    | 7-6-2.    |
| A-10-9-4-3;   | 7-5;      | 10-2;   | J-6-5-3.  |
| A-Q-J-6-3;    | 8-4-2;    | 5-3;    | J-6-4.    |
| K-10-9-5-4-2; | Q-10-6-3; | 7;      | 9-3.      |
| K-Q-J-5;      | 7-6-4;    | 10-9-3; | Q-6-2.    |
| Q-J-9-7-4-3;  | 6-4;      | 8-5-2;  | 8-4.      |

The last example illustrates the minimum strength from which such a bid should be made. It may be used when the score is desperate but not in all cases. A club lead against a no-trump declaration would not be disastrous, as a lead of some other suit might be. On the other hand, a bid of one club without ace or king of the suit is apt to encourage too high a bid from your partner.

The bid of one club assists your partner to determine how far he may go in bidding no-trump, hearts or diamonds, or in doubling an opponent's bid.

Never bid one club from length without high-card strength. Ten clubs with the knave at the top would not warrant a one-club bid.

## THE TWO CLUB BID.

A bid of two clubs indicates strength in clubs and at least one other suit, or

An established suit of clubs.

A player should never bid two clubs unless he holds either ace or king of that suit.

A two-club bid is designed primarily to assist a no-trump declaration on the part of the bidder's partner. It also assists heart or diamond declarations, and the information it gives is useful in defensive play against any sort of adverse declaration.

To any of the examples of one-club declarations except the last, place a king at the top of one of the other suits instead of the small card and you have the minimum strength necessary for a two-club bid. Two well-guarded queens will suffice if the club suit itself is very good.

Never make an original bid of three or more in clubs.

Do not bid two clubs when your hand would justify a no-trump bid, as there is danger of being left with it.

## . THE ONE-DIAMOND BID.

A player should never bid in a red suit with less than four trumps. A bid of one diamond may help your partner to a no-trump declaration, to aid you by increasing the diamond bid if it suits his hand, or to direct his lead.

With only four trumps one diamond should not be declared unless the holding includes A-K, A-Q, K-Q, or three honors, one of which is ace or king.

Without ace or king the bidder should always have both queen and jack and at least five in the suit.

When there is a choice between a bid of one diamond or two in a black suit it is usually better to make the black bid. The exceptions to this rule occur when you hold more than five diamonds, or hold five diamonds with a good five-card black suit.

With a very long, but weak diamond suit, bid one spade and reserve your diamond bid for the next round.

## THE TWO-DIAMOND BID.

The original bid of two diamonds indicates that the bidder hopes to be able to make game with diamonds as trumps. It should never be made unless the bidder has great length and strength.

An original bid of two diamonds will often win the play where bids of three or even four would be quite futile on the second round. It prevents a bid of one heart from the second player, which the fourth player would support. It also prevents two clubs or three spades on the part of either adversary, which would give the other adversary a good no-trump bid.

It calls for a diamond lead from your partner more strongly than does a one-diamond bid in case of an adverse no-trump bid.

It tells your partner not to go to no-trump unless each of the other suits is well protected and it tells him you have either the ace or king of diamonds.

Examples of two-diamond bids:

| Diamonds.       | Spades.    | Hearts. | Clubs.    |
|-----------------|------------|---------|-----------|
| K-Q-J-9-7-4-2;  | -J3;       |         | K-J-7-4.  |
| A-K-Q-9-6-3;    | Q-J-6-4-2; | 7;      | <b>7.</b> |
| A-K-Q-J-3;      | K-Q-J-9-6; | 4;      | 10-3.     |
| K-Q-J-10-7-6-3; | J-5;       | 8-4;    | 9-8.      |

## THE ONE-HEART BID.

There is very little difference between the rules for bidding one heart and one diamond. The only important exception is that when there is a choice between a bid of one heart and two in a black suit it is usually better to name hearts if you hold five or more in the suit.

Examples of one-heart bids:

| Hearts.      | Spades.    | Diamonds. | Clubs.   |
|--------------|------------|-----------|----------|
| A-K-9-8;     | 10-8-5-2;  | 7;        | Q-J-5-2. |
| A-J-9-7-4-2; | Q-6-3;     | 5-4;      | 10-6.    |
| K-J-10-5-2;  | 8-4-2;     | 7-3;      | 9-5-2.   |
| K-Q-J-5;     | Q-10-6-3;  | 9-8-4;    | 10-8.    |
| Q-J-9-6-5;   | K-Q-J-9-4; | 8-7;      | J.       |

## THE TWO-HEART BID.

The bid of two hearts is far more important than is the bid of two diamonds, although like the other it indicates that the bidder hopes to secure game if he receives fair support from his partner.

There is no greater fallacy in the game than the assertion that the bid of two hearts may as well be made on the second round if the original bid of one heart does not stand. One heart allows either adversary to bid two clubs or two diamonds, thus revealing a no-trump or a great diamond holding in their combined hands. Two hearts make it extremely difficult for them to bid at all, and there is little danger of your being beaten unless the adversaries might have made game on a no-trump declaration.

Examples of two-heart bids:

| Hearts.         | Spades.     | Diamonds. | Clubs.   |
|-----------------|-------------|-----------|----------|
| K-Q-J-9-7-4;    | J-3-2;      |           | K-J-7-4. |
| A-Q-J-9-6-3;    | Q-J-6-4-2;  | 7;        | 7.       |
| K-Q-J-10-3;     | A-Q-J-9-5;  | 10;       | J-5.     |
| K-Q-J-10-7-6-3; | J-5;        | 8-4;      | 9-8.     |
| A-K-Q-9-5;      | K-Q-10-5-4; | J;        | 6-2.     |

## THE NO-TRUMP DECLARATION.

Strength in the black suits is the principal requisite for a no-trump declaration in auction bridge.

When a player holds both black aces and a king of any suit or two protected queens, his hand warrants a bid of one no-trump.

Weakness in the red suits is of little consequence. If a player bid no-trump with no strength in either red suit and his declaration holds, he will nearly always find that his partner is able to take tricks both in the diamond and heart suits.

Should a player bid no-trump with strength in the red suits his adversaries would be unable to over-bid him in the black suits, but might take nearly all the tricks.

The spade suit is far more important than any other and weakness in both of the red suits should be preferred to weakness in spades.

An adversary will sometimes bid three clubs on a very long and strong club suit, but would never bid six spades under the same circumstances. The spade convention is an added danger.

I do not consider three aces a compulsory no-trump bid if the ace of spades is missing. This does not mean that no trump never should be bid unless a player has spade

strength, but without strength in spades a no-trump declaration should not be risked without exceptional strength in the other three suits.

With the black suits protected no-trump should be bid originally from any of the following combinations, it being understood in each case that one or more small cards are held in the same suit as the aces or kings:

Two aces and one king.

Two black aces and two protected queens.

One ace and three kings.

One ace, one suit with king, queen at the top and another king.

All the kings and two or three queens or jacks.

A no-trump bid is much more effective if made before the opponents have shown strength in any other suit. To withhold a no-trump bid until the second round, is simply to lose the natural advantage of playing the dummy hand.

The declarant who sees the dummy hand is always able to select the suit which he can play to the best advantage in the combined hands. The opponents frequently fail to find the right suit until too late in the deal for the knowledge to help them, unless they are permitted to show their strength to each other by bidding.

Never bid more than one no-trump original-



ly. It was formerly the practice to start with a bid of two no-trump when very weak in one of the red suits, to prevent the right-hand adversary of a bidder from disclosing that suit to his partner. But the bid of two no-trump discloses precisely that weakness and the adversaries are quick to take advantage of it.

## THE SECOND BIDDER.

When the dealer bids one spade the second player should bid as though he were the dealer, with one exception; having a good suit of spades and little else he should double the spade bid. This indicates less strength than a bid of two spades.

With ace, king, queen and other spades the bid would of course be three spades.

When the dealer bids no-trump the second player should pass except in the following instances.

With a really strong and long suit of hearts or diamonds and a fair hand, bid two in your suit. Do not make this bid with less than five trumps.

With an exceptionally good no-trump hand, bid two no-trump. You have the advantage of position, as your aces are behind the dealer's kings, while your kings are safe. Also you have the advantage of the dummy and the lead coming up to you. It not infrequently happens that either side may bid no-trump in the same deal and make a good score.

Do not double unless you are able to also double hearts or diamonds.

When the dealer makes a bid in any suit except one spade, do not bid no-trump unless you have a possible trick in the suit bid. You can bid enough in a black suit to inform your

partner of the situation. He will then bid no-trump if able to stop the enemies' suit, and if not will take you out of your black bid by going to some other suit.

For instance if the dealer bid one diamond and the second player held a no-trump hand except in the diamond suit he should bid three spades. If his holding were very strong in the other three suits he should bid four or five spades to emphasize the situation.

The fourth player with king and a small diamond, and no other high cards would then bid no-trump. In any case he would take you out of your high black bid.

Remember that no bid is ever made in a black suit because the bidder desires to play the deal with that suit as trumps. If a score in clubs would give one side the game, their opponents would not allow them to play clubs.

When the dealer bids two spades or two clubs and the second player does not hold a very strong hand, it is very probable that the next bid will be no-trump. The second player should consider whether he can afford to show his suit to direct his partner's lead, if the lead of that suit is especially desirable.

Do not be too anxious to bid with a colorless hand of less than average strength; it is better to pass the first bid entirely.

## THE THIRD BIDDER.

When the dealer bids one spade and the second player passes, the third player should bid in hearts, diamonds or no-trump precisely as though he were the dealer. There is little use of bidding two spades or two clubs in such a position, except to direct a lead when the fourth player bids no-trump.

When your partner bids no-trump and the second player goes over with two diamonds or hearts, never bid two no-trump, unless you can protect the suit named. Overbid in your best suit and your partner will go back to no-trump if he can stop the adversaries' suit.

When your partner bids no-trump and your hand is very weak, overbid him with two hearts or two diamonds if you have five or more cards in either suit. It is even desirable to bid three clubs if you hold six or more of that suit.

It sometimes happens that your partner bids no-trump and you have a very long and strong red suit with no card of re-entry. In such a case bid three hearts or diamonds, as the case may be.

When the dealer bids one heart or one diamond and you have strength in the black suits bid one no-trump.

When the dealer bids two hearts or two diamonds the third player should not go to

no-trump unless he has a strong hand in each of the remaining suits.

When dealer bids two spades or two clubs and the second player passes; the third player should bid no-trump with strength in two suits other than the one indicated. Strength in the other black suit is more desirable than any other. Thus, when his partner has said two clubs the third player should bid no-trump with the following cards: spades, A-Q-9-4; hearts, K-10-8-5; clubs, 10-5-3; diamonds, 3-2.

Always take your partner out of a bid of one spade.

Take your partner out of a bid of two spades or two clubs if you have a possible bid in your hand.

When dealer bids hearts or diamonds and the second player overbids, the third player may raise his partner's bid if he can give him two certain tricks, or one certain and two possible tricks. Except in the trump suit a king and one or more small cards is not a certain but probable trick; a singleton in a plain suit is worth a trick if there are at least two trumps in the hand.

Two tricks are not a great many and a player should be certain that his hand is worth that much before raising his partner's bid; on the strength of your raise your partner may carry the bidding much higher.

## THE FOURTH BIDDER.

There are two situations which especially belong to the fourth bidder, as follows:

When the dealer bids on a black suit and the other players have passed, the fourth player should not bid at all unless with a good chance to secure game. This opportunity seldom occurs, and usually when one of the adversaries should have bid no-trump.

When the dealer bids no-trump and the other players pass, the fourth player must sometimes bid to direct his partner's lead. Thus with spades, 3-2; hearts, K-Q-J-7-4; clubs, 7-6-3; diamonds, 9-7-2, two hearts should be bid, as a lead of any other suit would probably lose the game. With a slightly inferior suit of hearts and queen or jack in two other suits the fourth bidder should pass.

When the dealer bids diamonds and the third player overbids in hearts, or vice versa, the fourth player may bid no-trump if he hold the necessary strength in the black suits and protection in the suit named by the adversary at his right.

For instance, should dealer bid one heart and the third player two diamonds, the fourth player should bid no-trump from the following hand:

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spades, K-Q-J-7-4; hearts, 7; clubs, A-Q-9-6; diamonds, Q-J-5.

It is a fair inference that with good hearts the third player would support his partner's bid rather than switch suits, and the second player may therefore be trusted to defend the heart suit.

## SUBSEQUENT BIDDING.

When the bidding goes into two or more rounds it has developed into a contest between hearts and diamonds, or between no-trump and one of the red suits. One general rule should always be observed.

Take any reasonable risk when success means game, but never make a doubtful bid with little or no chance of securing game.

The best and quickest way of deciding the value of a hand is to count the losing cards. Thus with spades, K-4-2; hearts, 6-3; clubs, J-7; diamonds, K-Q-J-9-7-5, you have one trick to lose in the diamond suit, two each in clubs and hearts, two and possibly three in spades. The hand is good enough to warrant a bid of two diamonds over one heart, but if either opponent goes to two hearts it would be rank folly to say three diamonds.

When your partner has bid no-trump and an adversary bid two in a red suit, a player's position is often of vital importance. Suppose north has bid one no-trump and east two hearts; south may bid two no-trump if he hold king and small, queen and two small, or jack and three small hearts. If his other support is very good he may even risk a bid with ten and three small hearts.

Should north bid no-trump, the next two players pass, west bid two hearts and the next two players pass, south could not bid two no-



trump with any of the above combinations, as the lead would come from east, through his exposed cards in dummy. To bid two no-trump under such circumstances south should have in the heart suit either king or queen and three small cards, king, ten and one small card, queen, jack and one small card or jack, ten and two small cards.

## THE DOUBLE.

Doubling cannot continue indefinitely, as in bridge. One double and one re-double only are allowed. As this carries the value of each trick lost by the declarant to 200 points, the restriction was necessary.

In bridge the player who doubled an adversary's make thereby contracted to take the odd trick. This is true in auction bridge when a player doubles a bid of one in any suit or at no-trump. When a higher bid is doubled, however, the doubler only agrees to prevent his adversary making the bid. Thus if north bid three diamonds and east doubles, east and west need only take five tricks to win. Should east bid six hearts and south double, north and south would only need two tricks to win.

A player should not double a bid which may give a game to his opponents. This practically means that diamond, heart, or no-trump declarations should not be doubled except when the declarant has bid enough to make game without the double.

This rule, of course, need not be observed when the declaration may be surely defeated and there is no chance for the declarant to escape by switching to another suit.

As a general rule a player should not double a bid of one or two diamonds, hearts, or no-

trump unless he is equally prepared to double either of the other two.

Suppose north bids one no-trump, east two diamonds, and south doubles. This does not mean that south is merely showing protection in the diamond suit in order that north may bid two at no-trump. If that were all that south desired he should make a bid of two no-trump. The double by south under such circumstances should mean that south saw an opportunity for a large score above the line, and wished the double to stand.

The only informatory double of a high declaration is the no-trump double by pone to secure a spade lead from his partner. The opportunity to use it does not occur frequently.

Should north bid no-trump, east and south pass, and west double, east should lead spades; should north bid no-trump, west bid two hearts, north two no-trump, and west in his turn doubled, east should lead hearts; should north bid no-trump, east bid two hearts, north two no-trump, and west doubled, east should lead hearts; should north bid no-trump, east two diamonds, south two hearts, west doubled, north two no-trump, and west in his turn again double, east should lead hearts.

This last case is important, and players should be certain that they understand it fully.

In the last instance, west doubles a heart declaration at his right, but did not support his partner's bid of two diamonds, consequently the heart suit should be led by east and the

diamond suit by west throughout the play of the deal.

Whether it is better to double an adversary's bid and play for a score above the line, or to play to secure game in that deal, must always remain a matter of individual judgment.

It is better to play for game if it seems likely that game may be won, unless the double offers the likelihood of 300 or more above the line. When your partner has doubled and you cannot help him to defeat the adversaries in that particular declaration, overbid in another suit, if your hand offers any possible warrant for such a bid.

Doubling plays a much greater part in auction than in any other game, but the following general rules should be carefully studied:

Doubling black declarations merely informs your partner that you can protect the suit in question, and the double is mainly for the purpose of allowing your partner to make a no trump bid if the other suits warrant.

A player should never double a bid in a black suit with the expectation thereby of securing a count above the line. Players should understand, therefore, that a double in a black declaration is purely informatory.

A double of a red declaration or of no-trump is always for the purpose of securing a larger count in the honor column.

A double of one spade indicates merely strength in the spade suit and is inferior to a bid of two spades. To double one club also

merely indicates the ability to protect the club suit.

To double a bid of two spades or two clubs is a more important matter, and it gives the partner of the doubler the same no-trump encouragement as the player who bid two in the black suit had given to his partner. The double in this case should mean the ability to stop the suit in question twice or one sure trick in that suit and strength in at least one other suit.

A player should not double a bid of one diamond or one heart to show his partner protection in that suit.

Suppose north had bid one heart and east held the following cards: Hearts—king, queen, 10, 8, 5. Spades—Queen, 9, 4. Diamonds—7. Clubs—Jack, 8, 4, 2. East should not even consider a double, as either north or south would undoubtedly switch to diamonds or no-trump, in which case the cards held by east would have little value, while if the heart bid were allowed to stand east could certainly save the game and possibly secure a good count above the line.

On the other hand, if west had a good no-trump hand, except that he was unable to stop the heart suit, he would make a high bid in clubs or spades, and east would then go to no-trump. This is real team work in bidding and makes the best results certain in every case.

## LEADING TO PARTNER'S DECLARED SUIT.

When your partner has made a bid in some suit other than spades and the next player bids no-trump, it is usually, but not always, better to lead your partner's suit than your own.

The fact that the no-trump bidder can stop the suit should not deter a player from leading it, as one round may establish your partner's remaining cards in the suit.

Having a long suit in your hand with king, queen, jack at the top, it is better to lead your own suit than your partner's, unless your partner's bids have been very high.

It is of little use to lead a singleton in your partner's suit if you have any suit in your hand that is worth while.

Remember that bids in the black suit do not necessarily indicate length in the suit. A player in leading his partner's suit should always lead the top of two or three cards. With more than three in the suit, however, he should lead the fourth best if the suit is black, but the top if the suit is red.

For instance, if your holding be queen, 10, 6, 2, the queen should be led in a red suit to your partner's bid, because he would not bid in a red suit with a holding of less than four. In a black suit, however, the deuce should be led, as you may have more of the

suit than your partner and can unblock later if necessary.

As an original bid of two always indicates either the ace or king, a suit so indicated may be played to excellent advantage against a declared trump. Suppose, for instance, that your partner has bid two clubs and the next player two hearts. If you hold the king and one club the king should be led at once as your partner holds the ace and you can ruff the third round of the suit if necessary.

The circumstances under which your partner's bid was made must always be considered. If he bid two hearts or two diamonds after the adverse no-trump declaration his bid was probably made to direct your lead, and you should respond unless your own suit is extremely good.

On the other hand, if your partner bids one heart or one diamond and does not increase his bid after the adverse no-trump declaration, his suit should be led only when the leader has no good suit in his own hand to lead.

## THE OPENING LEAD.

When but one bid has been made the opening lead should be precisely the same as in bridge. Whether to open your own suit or your partner's, is discussed in another chapter.

When an adversary has bid on your long suit the best lead at no-trump is usually a spade, provided your holding in spades permits. Do not lead from king and one small or queen and two small spades, unless your partner has bid two spades.

When your right-hand adversary bids no-trump after your bid in hearts or diamonds, it is sometimes very bad play to open your suit. Thus if the cards at the top of your suit are A-Q-J, A-Q-10, A-J-10, A-J-9, or K-J-10, you should try to throw the lead to your partner in some other suit, in order that he may lead your suit through the honor or honors which are marked in the declarant's hand by his bid.

Should your suit be merely ace, queen and three or four small cards, open it with the fourth best. The finesse in such a case is better on the second round than the first.

With three honors in sequence, such as K-Q-J or Q-J-10, always open your suit.



## THE DISCARD.

Discard from weakness, or from the suit you do not want your partner to lead. When compelled to discard from your strong suit in order to protect a weak one, echo by discarding a higher and then a lower card of the suit.

At no-trump avoid discarding the last card of a suit.

When there is a tenace suit exposed in dummy, such as ace, queen, ten, or king, jack, ten, try to avoid showing weakness in that suit in order to protect the honor which your partner may have.

Always try to protect as many suits as possible when playing against a no-trump declaration even when it involves discarding from your best. When your partner discards from a suit and does not echo he denies any defense in that suit and commands you to defend it, if possible, regardless of sacrifice to the rest of your hand.

When your partner echoes (in a suit in playing against a no-trump declaration you may discard from that suit with impunity.

## THE RULE OF ELEVEN.

Players should use the rule of eleven at all times. When your partner opens a suit with a small card subtract the number of pips on the card from eleven and the result will be the number of cards in that suit higher than the one led, that are held by the other three players. For instance, if north led the seven of spades there would be exactly four spades above the seven held by east, south and west.

The convention is of immense value, particularly in no-trump deals. Thus if leader played the seven of diamonds, dummy displayed the queen, five and trey, and pone held the king, nine and deuce, he should finesse the nine, as the declarant could have but one card above the seven, which might be the ace. In no case could the finesse lose.

## THE REVERSE OR ECHO.

The reverse or echo consists in playing a higher and then a lower card of a suit, either when the suit is led or in discarding. Thus, a player has echoed when he plays first the five and then the trey of diamonds.

When there is a declared trump an echo means that the player making it has no more of that suit and can trump the next round.

At no-trump it indicates command or high-card strength in the suit in which it is used.

Cards above the ten should never be used to make this signal.

With a declared trump, when a player leads first the ace and then the king of a suit it indicates no more of that suit.

## FINESSING.

Players should note the finessing possibilities of the hands as soon as the dummy is exposed. Leads must be from the weak hand toward the strong with the successful bidder, and he should plan in advance never to be left in a position where he is obliged to start a suit from the wrong hand.

A finesse is always an attempt to capture some high card held by an adversary. In order to play correctly, always assume that card to be where you want it to be. When it is not, you could not have captured it in any event.

Holding K-10-9-8-4 in one hand and 3-2 in the other, lead the deuce and play the eight; next lead the trey and play the nine. If either queen or jack is at the right of the king you will capture it and get three tricks in the suit. The position of the ace makes no difference as it must win a trick in any case.

Holding king, queen and small cards on one side and only small cards on the other lead from the weak hand always. If you find the ace at the right of king and queen you can make both of them.

Finessing in your partner's suit is determined almost entirely by the cards shown in the dummy and the use of the rule of eleven.

When the declarant has ace and small cards

in one hand, queen and small cards in the other, he should never lead the queen unless he hold knave in one hand or the other. If the king is second hand it will play on the queen, forcing the ace and establishing the suit adversely.

The proper play, when such a suit must be started, is to take the first trick with the ace and return a small card, hoping to go through the king.

It is equally useless to lead the knave unless the ten is in one of declarant's hands.

## DEAL NO. 1.

|       | Spades.    | Hearts.       | Clubs.      | Diamonds. |
|-------|------------|---------------|-------------|-----------|
| North | 8-2;       | 6-4;          | K-J-10-6-3; | 8-7-5-3.  |
| East  | A-J-10-4;  | A-Q-8         | A-8;        | A-K-10-2. |
| South | K-3;       | K-J-10-7-5-3; | 9-5-4       | Q-4.      |
| West  | Q-9-7-6-5; | 9-2;          | Q-7-2;      | J-9-6.    |

Score 0-0. First game.

|       | 1st round.  | 2nd round.  | 3rd round.  | 4th round. |
|-------|-------------|-------------|-------------|------------|
| North | 1-Club;     | pass;       | pass;       | pass.      |
| East  | 1-no trump; | 2-no trump; | 3-no trump; |            |
| South | 2-hearts;   | 3-hearts;   | pass;       |            |
| West  | pass;       | pass;       | pass;       |            |

South led the nine of clubs and east secured but eight tricks, losing his contract.

**COMMENTS ON ILLUSTRATIVE DEALS.**

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**DEAL NO. 1.****The One Club Bid.**

Had north failed to indicate the club suit east would have secured eleven tricks, which shows the great importance of bidding to direct a lead. The club bid also enabled south to bid one more in hearts.

South reasoned that north could probably take care of two of the three clubs in the south hand, and that eight tricks could probably be secured with hearts as trumps. The bid of three hearts was warranted, therefore, it being better to lose 50, than allow east to play the no-trump hand.

## DEAL NO. 2.

|       | Spades.     | Hearts.    | Clubs.      | Diamonds.         |
|-------|-------------|------------|-------------|-------------------|
| North | A-5-2;      | 3-2;       | none;       | K-Q-10-9-7-6-5-3. |
| East  | K-J-3;      | A-J-9-5;   | K-Q-J-10-7; | A.                |
| South | 8-6;        | K-8-7-6-4; | A-9-6-2;    | J-4.              |
| West  | Q-10-9-7-4; | Q-10;      | 8-5-4-3;    | 8-2.              |

Score 24-24, rubber game.

|                   | 1st round. | 2nd round.  | 3rd round. |
|-------------------|------------|-------------|------------|
| North 2-diamonds; |            | 4-diamonds; | pass.      |
| East 2-no trump;  |            | 3-no trump; | pass.      |
| South pass;       |            | double;     |            |
| West pass;        |            | pass;       |            |

The jack of diamonds was led by south and east lost 500 points.



## DEAL NO. 2.

### When It is Your Partner's Move.

What was the matter with the bidding in this case? East had a splendid no-trump holding, and the score made it very undesirable to allow the adversaries to win the bid.

East should not have made the bid of three no-trump, however, because it was his partner's move. East had already shown that he could stop the diamond suit and had a good no-trumper. West would certainly have gone to three no-trumps if he held as good cards as south, for instance. If west held nothing east would better allow north to play his diamonds and secure the game.

A pass by east in this case would not have indicated a surrender; having perfectly indicated his holding, the final decision should have been left to his partner, west.

## DEAL NO. 3.

| Spades.            | Hearts.         | Clubs.      | Diamonds.    |
|--------------------|-----------------|-------------|--------------|
| North J-8-7-5-4-2; | Q-J-10-8-6-5-3; | none;       | none.        |
| East 10-6-3;       | K-4;            | A-10-9-5-2; | J-8-4.       |
| South A-Q;         | A-7;            | K-Q-J-8-4;  | A-Q-6-3.     |
| West K-9;          | 9-2;            | 7-6-3;      | K-10-9-7-5-2 |

Score 0-0. First game.

| 1st round.        | 2nd round. |
|-------------------|------------|
| North 1-spade;    | 3-hearts.  |
| East 1-club;      | pass.      |
| South 1-no trump; | pass.      |
| West 2-diamonds;  | pass.      |

North secured a small slam.

**DEAL NO. 3.****Waiting with a Long but Weak Red Suit.**

What can be the meaning of a bid of one spade on the first round and a bid of two or more in a red suit on the second? Obviously a very long red suit which would not be of assistance at no-trump.

The bidding of north was splendid and the most effective way of preventing a disastrous no-trump by south.

South would only have been able to secure six tricks at no-trump. The loss in the honor score would not have been great, but the failure to make game more serious.

## DEAL NO. 4.

|       | Spades.    | Hearts.    | Clubs.    | Diamonds.    |
|-------|------------|------------|-----------|--------------|
| North | A-Q-7-4-2; | 4;         | K-J-10-5; | A-9-5.       |
| East  | 8;         | Q-10-6;    | 6-3-2;    | K-Q-J-10-6-5 |
| South | K-J-6-3;   | A-K-7-3;   | Q-8-7-4;  | 7.           |
| West  | 10-9-5;    | J-9-8-5-2; | A-9;      | 8-4-3.       |

Score 0-0.

|                   |             |
|-------------------|-------------|
| 1st round.        | 2nd round.  |
| North 1-no trump; | 2-no trump. |
| East 2-diamonds;  | pass.       |
| South 2-hearts;   | pass.       |
| West pass;        | pass.       |

North secured ten tricks.

## DEAL NO. 4.

## Showing Assistance for Partner's No-Trump.

The bid by south is the feature of this deal. To bid two no-trump would have been very bad, as it would have constituted a positive declaration that south had a trick in the diamond suit. North interpreted his partner's bid about as follows:

"Partner, I cannot stop diamonds, but I have good hearts and can help your no-trump. If you can stop diamonds take me out of this."

That is the safe and sane way, but it is also the way to play for the greatest possible score.

Had north been unable to stop diamonds he would probably have had some strength in the heart suit, and hearts would have been better than no-trump.

## DEAL NO. 5.

## How to Use Bids of Two in a Black Suit.

| Spades.            | Hearts.          | Clubs.      | Diamonds.       |
|--------------------|------------------|-------------|-----------------|
| North A-K-8-7-5-4; | 8-7-2;           | K-8-5;      | J.              |
| East 9-2;          | A-K-Q-9-6-5-4-3; | 7;          | 6-5.            |
| South J;           | none;            | A-10-6-3-2; | A-K-Q-10-9-4-3. |
| West Q-10-6-3;     | J-10;            | Q-J-9-4;    | 8-7-2.          |

Score 0-0.

1st round.

North 2-spades;

East 2-hearts;

South 4-diamonds.

West pass;

South secured twelve tricks.

2nd round.

pass;

4-hearts;

6-diamonds;

double;

3rd round.

pass.

pass.

pass.

## DEAL NO. 5.

## How to Use Bids of Two in a Black Suit.

On the first round of the bidding south bid four diamonds, instead of three, to show his partner an established diamond suit. While not always possible, this bid is very useful in many cases.

At the second round south seemed at first glance to be in a hopeless position, as to bid six diamonds with five losing cards in his hand would be usually a very foolish proceeding.

South made the bid, however, and felt absolutely certain that he would secure at least eleven tricks, his reasoning being as follows.

The original bid of two spades by north notified his partner that the bidder held good spades, including either ace or king and a high card or cards in at least one other suit.

North could hardly have any strength in the heart suit in view of the tremendous bidding by south; he had, of course, nothing at all in diamonds and must, therefore, be able to assist south in the club suit.

South could count on making four tricks in clubs and all of his diamonds, while the spade depended upon whether north held the ace or king at the top of his suit.

In the play of the deal south trumped the original lead of hearts and led out all of his trumps except one, thus forcing west to discard either a spade or a club.

Had west discarded a spade, south would have played for that suit and made a grand slam.

West wisely let go of the four of clubs and south established the club suit, giving west one trick only.

## DEAL NO. 6.

## Bidding to Show an Established Suit.

|       | Spades.    | Hearts.           | Clubs.     | Diamonds.      |
|-------|------------|-------------------|------------|----------------|
| North | A-K-Q-J-3; | 8-5-4;            | A-K-Q-7-2; | none.          |
| East  | 9-7;       | A-K-Q-10-9-7-6-2; | J-5;       | 10.            |
| South | 8-6-4-2;   | none;             | 8-3;       | A-K-Q-J-9-8-5. |
| West  | 10-5;      | J-3;              | 10-9-6-4;  | 7-6-4-3-2.     |

Score 0-0.

|       | 1st round.  | 2nd round. | 3rd round.  |
|-------|-------------|------------|-------------|
| North | 1-no trump; | pass;      | 6-diamonds. |
| East  | 2-hearts;   | 4-hearts;  | pass.       |
| South | 4-diamonds; | pass;      | pass.       |
| West  | pass.       | pass;      | pass.       |

South secured a grand slam.



**DEAL NO. 6.****Bidding to Show an Established Suit.**

South bid four diamonds instead of three, to show his partner an established suit. This justified the extraordinary conduct of north on the third round, in bidding six diamonds without a diamond in his hand.

North reasoned that south must be very short in hearts, as east by his bidding showed great length in that suit.

North and south, of course, could not lose any tricks except in the heart suit.

South was unable to bid six diamonds because he had no means of knowing that his partner's no-trump holding was as strong as it actually was.

## DEAL NO. 7.

## Bidding the Full Strength of the Hand.

|                  | Spades.     | Hearts.           | Clubs.         | Diamonds.   |
|------------------|-------------|-------------------|----------------|-------------|
| North            |             | A-Q-J-10-7-6-5-3; |                | Q-J-10-9-3. |
| East             | A-K-J;      | 2;                | A-K-Q-J-9-6-3; | A-5.        |
| South            | 9-8-6-5-2;  | 8-4;              | 10-8-4;        | K-6-2.      |
| West             | Q-10-7-4-3; | K-9;              | 7-5-2;         | 8-7-4.      |
| Score 0-0.       |             |                   |                |             |
| 1st round.       |             | 2nd round.        | 3rd round.     | 4th round.  |
| North 2-hearts;  |             | 3-hearts;         | 5-hearts;      | pass.       |
| East 4-clubs;    |             | 3-no trump;       | 4-no trump;    |             |
| South pass;      |             | pass;             | pass;          |             |
| West 2-no trump; |             | pass;             | pass;          |             |

West secured a grand slam.

## DEAL NO. 7.

## Bidding the Full Strength of the Hand.

The holding of north in this case was unusual, but the situation represented occurs not infrequently.

North should have bid four hearts originally, as it was almost certain that the king of hearts and ace and king of diamonds were the only cards which his adversaries could make against him, supposing south's hand to be of no use whatever.

An original bid of four in hearts would have resulted in a small slam for north and south with sixty-four in honors, while any smaller bid was certain to give east and west at least a small slam at no-trump, with thirty aces.

Had north started with one heart east would have bid five spades; had the original bid been three hearts, east would have bid six clubs; and in either case west, of course, would have gone to no-trump.

An original bid of four hearts, however, would have rendered east powerless, and west could never have bid no-trump on his own account.

## DEAL NO. 8.

## When One Hundred Aces Should Be Abandoned.

| Spades.        | Hearts.         | Clubs.     | Diamonds.    |
|----------------|-----------------|------------|--------------|
| North Q-7-4;   | Q-10-9-7-6-5-3; | 6-3;       | J.           |
| East 10-6-3;   | K-J;            | Q-5;       | K-Q-9-7-6-4. |
| South A-K-8-5; | A-4-2;          | A-10-8-4;  | A-5.         |
| West J-9-2;    | 8;              | K-J-9-7-2; | 10-8-3-2.    |

North secured a small slam.

| 1st round.        | 2nd round. |
|-------------------|------------|
| North 1-spade;    | 2-hearts.  |
| East 1-diamond;   | pass.      |
| South 1-no trump; | pass.      |
| West 2-diamonds;  | pass.      |

North secured a small slam.

**DEAL No. 8.****When One Hundred Aces Should Be  
Abandoned.**

An original bid of one spade followed by the heart bid on the second round advertised to south the character of his partner's heart holding, and south, therefore, played beautifully in relinquishing his count of one hundred aces for the better chance of securing game at hearts.

Being able to count one hundred in honors is poor compensation for allowing the adversaries to secure an equal or greater count by reason of the declarant's inability to fulfill his contract.

South could have made the odd trick only at no-trump, which would have meant wasting a good hand.

## DEAL NO. 9.

Not Bidding No-Trump When Unable to Stop the Suit Adversely  
Declared.

| Spades.            | Hearts.       | Clubs.   | Diamonds.    |
|--------------------|---------------|----------|--------------|
| North Q-9-6;       | A-K-J-7-5;    | J-10;    | J-10-7.      |
| East A-K-J-10-7-3; | 2;            | A-K-4;   | A-K-6.       |
| South 4-2;         | Q-10-9-6-4-3; | 7-6-3-2; | Q.           |
| West 8-5;          | 8;            | Q-9-8-5; | 9-8-5-4-3-2. |
| Score 0-0.         |               |          |              |

1st round. 2nd round.

North 1-heart; pass.

East 5-spades; pass.

South 2-hearts; pass.

West 3-diamonds;

West secured eleven tricks.

**DEAL NO. 9.****Not Bidding No-Trump When Unable to Stop  
the Suit Adversely Declared.**

The bid of four spades by east would have meant that the bidder had a no-trump hand, but was unable to stop the heart suit.

Bidding five spades instead of four indicated that the no-trump holding by south was exceptionally good and west was, therefore, warranted in trying for game even with his very weak holding in diamonds.

Had east bid no-trump he would have secured the odd trick only, and the hand was too strong to waste at no-trump unless west could stop the heart suit.

## DEAL NO. 10.

## Bidding with Insufficient Strength.

|       | Spades.     | Hearts.     | Clubs.     | Diamonds. |
|-------|-------------|-------------|------------|-----------|
| North | 7-6-4;      | A-7-5-4-2;  | 9-6-3;     | 7-3.      |
| East  | A-J;        | K-Q-J-10-8; | Q-4;       | A-K-Q-4.  |
| South | K-Q-3;      | 9-6-3;      | 10-7-2;    | 10-9-5-2. |
| West  | 10-9-8-5-2; | none;       | A-K-J-8-5; | J-8-6.    |

Score 0-0.

1st round. 2nd round.

North 1-heart; pass.

East double;

South pass;

West pass;

East and west secured a small slam. 64 honors and chicane—700 in all.



**DEAL NO. 10.****Bidding with Insufficient Strength.**

The heart bid by north was atrocious, although many players believe that the original bidder should show a trick in either of the red suits, if possible.

Nothing but a bid of one spade by north could correctly describe to his partner the character of such a hand.

After the error was committed there was no means of escape open for either north or south.

East would not have doubled the heart declaration had he not been equally well prepared to double either diamonds or no-trump.

The final penalty for the bid was enormous and such scores should never be possible in the game.

## DEAL NO. 11.

## Good Partnership Bidding.

|       | Spades.  | Hearts.  | Clubs.     | Diamonds.     |
|-------|----------|----------|------------|---------------|
| North | 8-7-2;   | 9-6-2;   | A-9-7-3-2; | A-K.          |
| East  | 10-5-4;  | K-8-5;   | 10;        | Q-10-6-5-4-2. |
| South | A-J-6;   | A-Q-J-3; | K-Q-8;     | J-9-8.        |
| West  | K-Q-9-3; | 10-7-4;  | J-6-5-4;   | 7-3.          |

Score 0-0, rubber game.

|       | 1st round.  | 2nd round.  |
|-------|-------------|-------------|
| North | 2-clubs;    | 2-no trump. |
| East  | 2-diamonds; | pass.       |
| South | 6-spades;   | pass.       |
| West  | pass;       | pass.       |

North secured a small slam.

**DEAL NO. 11.****Good Partnership Bidding.**

South could not bid no-trump on account of inability to stop the diamond suit.

The original bid by north indicated no trump assistance and south in his turn indicated greater no-trump assistance but nothing in diamonds.

This made a no-trump declaration certain in case north could stop the diamond suit, with a heart declaration to fall back upon if the no-trump were impossible.

## DEAL NO. 12.

## Not Guessing Between Two Red Suits.

|       | Spades.   | Hearts.    | Clubs.     | Diamonds.   |
|-------|-----------|------------|------------|-------------|
| North | A-K-Q;    | K-Q-9-7-3; | none;      | A-10-9-7-3. |
| East  | 9-7-4-2;  | 8-4;       | K-Q-J-9-4; | 8-6.        |
| South | J-5;      | 6-2;       | 10-7-6-3;  | K-J-5-4-2.  |
| West  | 10-8-6-3; | A-J-10-5;  | A-8-5-2;   | Q.          |

Score 0-0.

|       | 1st round. | 2nd round.  |
|-------|------------|-------------|
| North | 1-spade;   | 2-diamonds. |
| East  | 1-club;    | pass.       |
| South | 1-diamond; | pass.       |
| West  | 1-heart;   | pass.       |

South secured a small slam.

## DEAL NO. 12.

## Not Guessing Between Two Red Suits.

This deal represents one of the prettiest propositions in auction bridge and is the only kind of hand on which the dealer should withhold the strength of his bid until the second round. Had north made a bid of one heart originally there would have been no further bidding and game, of course, would have been impossible.

A no-trump declaration is never desirable from a hand where most of the strength is in the red suits, and a bid of two spades would defeat one of the chief objects in prospect.

After bidding one spade, should either adversary declare one of the red suits, north would instantly bid on the other. Should the adversary's bid be increased, north would double, being now in a position to strike hard.

Should south show one of the red suits north would, of course, support the bid, while if south indicated clubs, north would be in a position to go to no-trump.

Against adversaries who are reckless in their bidding immense results may frequently be secured from hands of this character, as the dealer has thirteen inch guns trained upon them in case they bid in either of the red suits, and his original bid of one spade encourages each of his adversaries in the belief that his partner must hold fair cards.

## GENERAL REMARKS.

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The rules for bidding given in this volume may always be used against players who are themselves sound bidders. There are so many of the other kind, however, that a player should always be prepared to vary his game in order to take advantage of the known weakness of an adversary. An enormous score, for instance, should always be made against a player who persistently overbids his hands in order to secure the play, and bids to coax a higher bid from him are justified.

Auction bridge is the poorest game there is in which to bluff, if you are playing against intelligent adversaries.

Be on the watch for a **coup**, when playing against players who indulge in them. The favorite **coup** is usually the following; no-trump has been declared and the leader has the following cards: clubs, A-K-Q-J-9-4-3; hearts, 3-2; spades, J-7; diamonds, 6-3; he bids two hearts or two diamonds, expecting one of his opponents to go to two no-trump or to double.

Should the adversaries go to two no-trump leader doubles, and the adversaries are content, because they expect him to lead the suit on which he has bid.

Should the adversaries double leader's bid

of two in a red suit he would switch to three clubs.

The defense in such cases is simply to pass when the adversary bids on a suit in which you have length and strength. I have seen a small slam with 64 honors made against a two-heart bid under such circumstances.

Be very careful to remember all the bids. Say to yourself, my partner bid one club, second player bid one heart, etc. This will prevent the bid being driven from your mind by subsequent events, and will aid you greatly in playing the deal.

As soon as the cards in the dummy are displayed, place as many high cards as you can from the bidding, and tell yourself where they are to avoid forgetting them later.

It is frequently difficult to decide who should have the next deal in auction bridge, especially after a very exciting deal has been played. Two packs of cards should always be used.

The dealer's partner should prepare the pack not in use and place it at his right. When a player, therefore, finds the cards at his left it is his deal.

When a player cuts the cards he should place the packet which he removes toward the dealer. It is neither necessary, nor particularly desirable, for the player who cuts to reunite the packets.

# THE LAWS OF AUCTION BRIDGE

As Adopted by The Whist Club, New York.

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## THE RUBBER.

1. The partners first winning two games win the rubber. If the first two games decide the rubber, the third is not played.

## SCORING.

2. A game consists of 30 points obtained by tricks alone, exclusive of any points counted for honors, chicane, clam, little slam, bonus or under tricks.

3. Every deal is played out, and any points in excess of the 30 necessary for the game are counted.

4. When the declarant wins the number of tricks bid, each one above six counts toward the game; 2 points when spades are trumps, 4 at clubs, 6 at diamonds, 8 at hearts and 12 at no-trump.

5. Honors are ace, king, queen, knave, and ten of the trump suit, or the aces when no-trump is declared.

6. Honors are credited in the honor column to the original holders, the values being the same as in bridge.



7. A grand slam is made when seven tricks are scored independently of tricks taken as penalty for the revoke; it adds 40 points to the honor count.

8. Little slam is made when six tricks are similarly scored; it adds 20 points to the honor count.

9. Chicane (one hand void of trumps) is equal in value to simple honors, i. e., if the partners, one of whom has chicane, score honors, it adds the value of three honors, to their honor score; if the adversaries score honors it deducts that value from their honor count. Double chicane (both hands void of trumps) is equal in value to four honors, and that amount must be deducted from the honor score of the adversaries.

10. The value of honors, slam, little slam, or chicane is not affected by a double or a redouble.

11. At the conclusion of a rubber, the trick and honor scores of each side are added; and an extra 250 points are given to the winners. The difference between the completed scores is the number of points of the rubber.

12. A proven error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proven error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or, if it be

the final game of the rubber, until the score has been made up and agreed upon.

### CUTTING.

14. In cutting, the ace is the lowest card ; as between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card, the highest is his cut.

### FORMING TABLES.

17. The prior right to play is with those first in the room. If there be more than four candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play the first rubber.

18. After the table is formed the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer who has the choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.

20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

## CUTTING OUT.

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players having played the greatest number of consecutive rubbers shall withdraw, but when all have played the same number, they must cut to decide upon the outgoers—the highest are out.

## RIGHTS OF ENTRY.

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables, those candidates, who have not played at any other table, have the prior right of entry. Those who have already played decide their right to admission by cutting.

24. When one or more players belonging to another table, aid in making up a new one, the new players at such table shall be the first to go out.

25. A player who cuts into one table, while belonging to another, shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the con-

sent of the other three, appoint a substitute to play during his absence, but such appointment shall become void at the conclusion of that rubber and shall not in any way affect the substitute's rights.

27. If any one break up a table, the remaining players have a prior right at other tables.

### SHUFFLING.

28. The pack must not be shuffled below the table nor so that the face of any card may be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the first right to shuffle the cards. Each player has the right to subsequently shuffle. The dealer has the right to shuffle last; but, should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer.

### THE DEAL.

31. Each player deals in his turn; the order of dealing is to the left.

32. The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet, if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion

or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the player whose duty it is to cut, has once separated the pack, he can neither re-shuffle nor re-cut except as provided, in Law 32.

34. Should the dealer shuffle the cards after the cut, the pack must be re-cut.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. There is no penalty for a misdeal. The cards must be re-dealt.

### A NEW DEAL.

37. There must be a new deal:

(a) If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

(b) If, during a deal or during the play, the pack be proven incorrect or imperfect.

(c) If any card be faced in the pack.

(d) If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.

(e) If the dealer deal two cards at once and then deal a third before correcting the error.

(f) If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal, and before either adversary has looked at any of his cards.

(g) If the last card does not come in its regular order to the dealer.

38. There may be a new deal:

(a) If the dealer or his partner expose a card before the deal has been completed. Either adversary may claim a new deal.

(b) If either adversary expose a card before the deal has been completed, the dealer or his partner may claim a new deal.

(c) If before fifty-one cards are dealt, the dealer look at any card, his adversaries have the right to see it, and either may exact a new deal.

(d) If in dealing, one of the last cards be exposed by the dealer or his partner and the deal be completed before there is reasonable time for either adversary to decide as to a new deal. In all other cases such penalties must be claimed prior to the completion of the deal.

39. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If the deal stand, a card so exposed cannot be called.

40. Should three players have their right number of cards, the fourth, less than thirteen, and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

41. If during the play, a pack be proven in-

correct or imperfect, such proof renders the current deal void, but does not affect any prior score. (See law 37b.) If, during or at the conclusion of the play, one player be found to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries' cards, may be corrected before the last card is dealt; otherwise the deal must stand and the game proceed as if the deal had been correct.

43. A player can neither cut, shuffle, nor deal for his partner without the permission of his adversaries.

## DECLARING TRUMPS.

44. The dealer, having examined his hand, must declare to win at least one odd trick, either with a trump suit or at no trumps.

45. After the dealer has made his declaration, each player in turn, commencing with the player on the dealer's left, has the right to pass, to make a higher declaration, to double the last declaration made, or to redouble a declaration which has been doubled, subject to the provisions of law 55.

46. A declaration of a greater number of tricks in a suit of lower value, which equals the last declaration in value of points, shall be considered a higher declaration, e. g. a declaration of "two spades" is a higher declara-

tion than "one club," and "two diamonds" is higher than "one no trump."

47. A player in his turn may overbid the previous declaration any number of times, and he may also overbid his partner, but he cannot overbid his own declaration, which has been passed by the other three players.

48. When the final declaration has been made—i.e., when the last declaration has been passed by the other three players—the player who has made such declaration (or, in the case where both partners have made declarations in the same suit or of "no trumps," the player who first made such declaration) shall play the combined hands of himself and of his partner, the latter becoming dummy.

49. When the player of the two hands (hereinafter termed the "declarant") wins at least as many tricks as he declared to do, he scores the full value of the tricks won (see laws 4 and 6). When he fails, his adversaries score in the honor column fifty points for each undertrick—i. e., each trick short of the number declared; or, if the declaration have been doubled or redoubled, 100 or 200, respectively for each such trick, neither the declarer nor his adversaries score anything toward the game.

50. The loss on the declaration of "one spade" shall be limited to 100 points in respect of undertricks, whether doubled or not, unless redoubled.

51. If a player make a declaration (other than passing) out of turn, the adversary on



his left may demand a new deal or may allow the declaration so made to stand, when the bidding shall continue as if the declaration had been in order.

52. If a player in bidding fail to declare a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the bid which he has made, unless either of his adversaries make a higher declaration, double, or pass the insufficient declaration. When the insufficient declaration is corrected to the requisite number of tricks in the bid, or if the correction be impossible, the partner of the declarant shall be debarred from making any further declaration, unless either of his adversaries make a higher declaration or double.

53. After the final declaration has been made, a player is not entitled to give his partner any information as to a previous declaration, whether made by himself or by an adversary, but a player is entitled to inquire at any time during the play of the hand what was the final declaration.

## DOUBLING AND REDOUBLING.

54. The effect of doubling and redoubling is that the value of each trick over six is doubled or quadrupled, as provided in law 4, but it does not alter the value of a declaration, e. g., a declaration of "two diamonds" is higher

than "one no trump," although the no trump declaration has been doubled.

55. A player cannot double his partner's declaration nor redouble his partner's double, but he may redouble a declaration of his partner which has been doubled by an adversary.

56. The act of doubling or redoubling reopens the bidding. When a declaration has been doubled or redoubled any player, including the declarant or his partner, can, in his proper turn, make a further declaration of higher value.

57. When a player, whose declaration has been doubled, makes good his declaration by winning at least the declared number of tricks he scores a bonus which consists of fifty points in the honor column for winning the number of tricks declared, and a further fifty points for each additional trick he may win. If he or his partner have redoubled the bonus is doubled.

58. If a player doubles out of turn the adversary at his left may demand a new deal.

59. When the final declaration has been made the play shall begin and the player on the left of the declarer shall lead.

60. A declaration once made cannot be altered unless it has been doubled or a higher declaration made.

## DUMMY.

61. As soon as the eldest hand has led, the declarant's partner shall place his cards face upward on the table, and the duty of playing the cards from that hand shall devolve upon the declarant.

62. Before placing his cards upon the table the declarant's partner has all the rights of a player, but after so doing takes no part whatever in the play except that he has the right:

A. To ask the declarant whether he has any of a suit which he may have renounced;

B. To call the declarant's attention to the fact that too many or too few cards have been played to a trick;

C. To correct the claim of either adversary to a penalty to which he is not entitled;

D. To call attention to the fact that a trick has been erroneously taken by either side;

E. To participate in the discussion of any disputed question of fact after it has arisen between the declarant and either adversary;

F. To correct an erroneous score.

63. Should the declarant's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted the declarant is precluded from exacting such penalty.

64. If the declarant's partner by touching a card or otherwise suggest the play of a card from dummy either adversary may, without

consultation, call upon the declarant to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; if he revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarant's own hand is not played until actually quitted, but should he name or touch a card in the dummy, such card is considered as played unless he in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more such cards, he may elect which one to play.

### CARDS EXPOSED BEFORE PLAY.

67. If, after the cards have been dealt, and before the trump declaration has been finally determined, any player expose a card from his hand, either adversary may demand a new deal. If the deal be allowed to stand, the exposed card may be picked up and cannot be called.

68. If, after the final declaration has been accepted and before a card is led, the partner of the player who has to lead to the first trick expose a card from his hand, the declarant may instead of calling the card, require the leader not to open that suit.

## CARDS EXPOSED DURING PLAY.

69. All cards exposed after the original lead are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

First—Two or more cards played at once.

Second—Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.

Third—Any card so held by a player that his partner sees any portion of its face.

Fourth—Any card mentioned by either adversary as being held by him or his partner.

A card dropped on the floor or elsewhere below the table, or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarant's adversaries, the declarant shall have the right to call any one of such cards to the current trick and the other card or cards exposed.

73. If, without waiting for his partner to play, either of the declarant's adversaries play on the table the best card or lead one which is a winning card, as against the declarant and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarant may demand that the partner of the player in fault win, if he can, the first, or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarant's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand he cannot be forced to abandon it. Cards exposed by the declarant are not liable to be called. If the declarant say, "I have the rest," or any other words indicating that the remaining tricks, or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon, expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (laws 82, 88 and 95) fail to play as directed or if when called on to lead one suit he lead another, having in his hand one or more cards of the suit demanded (laws 76 and 96), or if called upon to win or lose a trick, he fail to do so when he can (laws 73, 82, and 95), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

### LEADS OUT OF TURN.

76. If either of the declarant's adversaries lead out of turn, the declarant may either treat the card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead.

77. If the declarant lead out of turn, either

from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the other three follow the trick is complete and the error cannot be rectified; but if only the second or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarant's adversaries, may be penalized as provided in law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

## CARDS PLAYED IN ERROR.

82. Should the fourth hand not being dummy or declarant, play before the second, the latter may be called upon to play his highest or lowest card of the suit played or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries, or either of them, may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the im-

perfect trick, but does not constitute a revoke therein.

84. If any one except dummy play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. If during the play the error be detected, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card, or cards, may be examined, and the card or cards restored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

### THE REVOKE.

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (i. e.; the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for each established revoke shall be:

(a) When the declarant revokes, his adversaries add 150 points to their score in the honor column in addition to any penalty which he may have incurred for not making good his declaration.



(b) If either of the adversaries revoke, the declarant may either add 150 points to his score in the honor column or may take three tricks from his opponents and add them to his own. Such tricks may assist the declarant to make good his contract, but shall not entitle him to score any bonus in the honor column, in the case of the declaration having been doubled or redoubled.

(c) When more than one revoke is made during the play of the hand, the penalty for each revoke after the first shall be 100 points in the honor column.

A revoking side cannot score except honors and chicane.

87. A player may ask his partner if he have a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke; and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner has led or played to the following trick.

88. If a player correct his mistake in time to save a revoke, any player who has followed him may withdraw his card and substitute another, and the cards so withdrawn are not liable to be called. If the player in fault be one of the declarant's adversaries, the card played in error is exposed, and the declarant may call it whenever he pleases, or he may require the

offender to play his highest or lowest card of the suit to the trick.

89. If the player in fault be the declarant, the eldest hand may require him to play the highest or lowest card of the suit in which he has renounced, provided both of the adversaries have played to the current trick; but this penalty cannot be exacted from the declarant when he is fourth in hand, nor can it ever be enforced from dummy.

90. At the end of a hand the claimants of a revoke may search all the tricks. If the card have been mixed the claim may be urged, and if possible proven; but no proof is necessary and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

91. A revoke must be claimed before the cards have been cut for the following deal.

92. Should both sides revoke, the only score permitted shall be for honors or chicane. If one side revoke more than once, the penalty of 100 points for each extra revoke shall then be scored by the other side.

## GENERAL RULES.

93. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult the penalty is paid.

94. Once a trick is complete, turned, and quitted, it must not be looked at (except under law 84) until the end of the hand.

95. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

96. If either of the declarant's adversaries, prior to his partner's playing, call attention to the trick, either by saying it is his, or by naming his card or drawing it toward him without being requested so to do, the declarant may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

97. Either of the declarant's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn, but if, during the play of a hand, he make any unauthorized reference to any incident of the play, or to any bid previously made, the declarant may call a suit from the adversary whose turn it is next to lead.

98. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries;

but if a wrong penalty be demanded none can be enforced.

99. Where the declarant or his partner has incurred a penalty, one of his adversaries may say: "Partner, will you exact the penalty or shall I?" But whether this is said or not, if either adversary name the penalty, his decision is final.

### NEW CARDS.

100. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards be demanded, two packs must be furnished. If they be produced during a rubber, the adversaries shall have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries be the party calling for the new cards shall have the choice. New cards must be called for before the pack is cut for a new deal.

101. A card or cards torn or marked must be replaced by agreement or new cards furnished.

### BYSTANDERS.

102. While a bystander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

## ETIQUETTE OF AUCTION BRIDGE.

A code is compiled for the purpose of succinctly stating laws and for fixing penalties for an offense. To offend against a rule of etiquette is far more serious than to offend against a law; for while in the latter case the offender is subject to the prescribed penalties, in the former his adversaries have no redress except, perhaps, a refusal to continue the play.

1. Declarations should be made in a simple manner, thus: "one heart," "one no-trump," "no," "no more," or "I pass" or "I double."

2. Aside from his legitimate declarations, a player should not give any indication by look, word or gesture as to the nature of his hand or as to his pleasure or displeasure at a play, a bid or a double. Therefore, mannerisms cannot be too carefully avoided.

3. Cultivate uniformity; let there be no remarkable haste or hesitation in bidding or passing; try always to use the same formula of words, and do not call attention to the score after the cards have been dealt.

4. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

5. No player, other than the declarant, should lead until the preceding trick is turned and quitted, nor, after having led a winning card, should he draw another from his hand

before his partner has played to the current trick.

6. A player should not play a card with such emphasis as to draw attention to it, nor should he detach one card from his hand and subsequently play another.

7. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

8. Players should avoid discussion and refrain from talking during the play, as it may be annoying to the players at the table or to those at other tables in the room.

9. The dummy should not leave his seat for the purpose of watching his partner's play; neither should he call attention to the score nor to any card or cards that he or the other players hold, nor to any bid previously made.

10. If the declarant say, "I have the rest," or any words indicating the remaining tricks are his, and one or both of the other players should expose his or their cards, or request the declarant to play out the hand, he should not allow any information so obtained to influence his play nor take any finesse not announced by him at the time of making such claim, unless it had been previously proved to be a winner.

11. It is often difficult to refrain from showing pleasure at the accomplishment of a desired purpose, but undue elation is most aggravating to the adversaries.

12. Do not make a dig at the adversaries

by confiding to your partner that your success was due to an ill-judged play of the opponent.

13. It is not good form to complain of poor cards, as you imply that the adversaries profit by your weak hands and not by their skill.

14. The better players rarely criticise unless asked to do so; it is usually the inexperienced player who offers an astonishing amount of gratuitous and unsought for advice.

15. Do not tell your partner, after seeing all the cards, what he should have done, but think what you would have done in your partner's place. Do not criticise at all, but if you must, criticise fairly.

### THREE HANDED BRIDGE.

The laws of three handed auction bridge are the same as those of auction bridge, except as varied by the following:

1. The game is played by three players, all against all, the table being complete with four players.

2. The player who cuts the lowest card has the first deal; the player cutting the next lowest card sits on the dealer's left and the remaining player on the dealer's right. The cards are dealt as at auction bridge, but the cards dealt to dummy are not taken up until after the final declaration has been made. If whilst dealing, a card be exposed, there must be a new deal.

3. The dealer makes his declaration, and

the bidding continues as at auction bridge, except that the players sitting opposite each other are not partners and their declarations are on their own account. There shall be no new deal on account of a player making a declaration out of turn, but the player so offending shall forfeit fifty points to each of the players, the right to declare remaining with the player whose turn it was to make a declaration. The player making the final declaration (i. e.; the declaration that has been passed by the other two players) plays his own hand and that of dummy against the other two players, who then, and for that particular hand, become partners. If one of the players happen to be sitting opposite the declarant, he must move into the vacant seat at the table, thereby facing the player who becomes his partner for that hand.

4. If, after the deal has been completed and before a card is led, any player expose a card from his hand, he shall forfeit 100 points to each of the other players; and the declarant—if he be not the offender—may call upon the eldest hand not to lead from the suit of the exposed card. If he does not exercise this right, the card must be left on the table as an exposed card. If the card be exposed by the declarant after the final declaration has been made, there is no penalty.

5. If a player double out of turn, he forfeits 100 points to each of his adversaries, and the player whose declaration has been so doubled



shall have the right to say whether or not the double shall stand. The bidding is then resumed, but if the double has been disallowed the said declaration cannot be doubled by the player on the right of the offender.

6. The rubber consists of four games; but when two games have been won by the same player the other or others are not played.

7. When the declarant makes good his declaration he scores as at auction bridge, except with regard to honors, which are scored by each player severally—i. e.; each player who has one honor in spades scores two; each player having two honors in spades scores four; a player holding three honors in spades scores six; a player holding four honors in spades scores sixteen; and a player holding five honors in spades scores twenty, and similarly for the other suits. In a no trump declaration aces count ten each; and if all four be held by one player, 100.

9. One hundred points are scored by each player for every game he wins, and the winner of the rubber adds a further 250 points to his score.

10. At the conclusion of the rubber the total scores obtained by each player are added up separately, and each player wins from, or loses to, each player the difference between his score and that of the said other player.



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